

## **CLAIM AMENDMENTS**

**This listing of claims shall replace all prior versions and listings of claims in the application.**

### **Listing of Claims:**

1. (Currently Amended): A method performed at a thin client comprising:
  - establishing a session with a server computer;
  - receiving a set of instructions and data directed to providing graphics testing from the server computer, based on ~~performing execution of a test tool resident at the server computer, wherein the test tool is exclusively executed at the server computer;~~
  - creating a virtual channel to the server computer; and
  - ~~transferring-receiving~~ graphics testing information through the virtual channel for a plurality of graphics tests, each of the plurality of graphics tests being provided sequentially from the server computer to the thin client across the virtual channel, wherein a next one of said graphics tests is not sent until a previous graphics test has completed being sent across the virtual channel; and
  - timing each sequential graphics test to determine a time that each graphics test takes to go across the virtual channel, wherein the time determined for each particular graphics test to go across the virtual channel is indicative of how well the particular graphics test performed.

2. (Currently Amended): The method of claim 1 wherein the establishing the session comprises receiving a request from the server computer using a remote desktop protocol.

3. (Currently Amended): The method of claim 1 wherein the establishing the session comprises ~~receiving~~ sending a request to the server computer to establish the session using a remote desktop protocol.

4. (Currently Amended): The method of claim 1 wherein the receiving the set of instructions and data comprises receiving a dynamic link library file unique to the thin client for use ~~by~~ in sending the tests and test information from the test tool to perform graphics testing.

5. (Currently Amended): The method of claim 4 wherein executing the test tool ~~is~~ comprises sequentially executing a series of the graphics tests that are part of a graphics test application program.

6. (Currently Amended): The method of claim 1 wherein the creating comprises forming the virtual channel through a wide area network for transmission of asynchronous transfer mode cells representing the testing information between the server computer and the thin client.

7. (Currently Amended): The method of claim 1 wherein the creating comprises forming the virtual channel through the Internet for transmission of

asynchronous transfer mode cells representing the testing information between the server computer and the thin client.

8. (Currently Amended): The method of claim 1 wherein the creating the virtual channel comprises registering a unique virtual channel identifier for the thin client with the server computer.

9. (Currently Amended): The method of claim 1 ~~wherein the transferring graphics testing information comprises executing individual tests in a list of tests prior to succeeding tests in the list of tests; and further comprising timing each of the graphics tests at the thin client and storing times of each of the tests at the thin client.~~

10. (Currently Amended): The method of claim ~~1-9~~ further comprising timing each of the graphics tests at the server computer in addition to the timing at the thin client~~establishing the session.~~

11. (Currently Amended): The method of claim 1, wherein the graphics tests comprise at least one of video processing tests, disk inspection tests, or graphics accelerator tests~~further comprising logging off the session with the server computer and timing the logging off.~~

12. (Original): A personal computer configured to perform the method of claim 1.

13. (Currently Amended): A method performed by a server computer comprising:

establishing a session with a ~~remote-thin client computer~~ over a network;  
storing a set of instructions and data directed to graphics testing applicable to the ~~remote-thin client computer~~ in a registry, wherein the graphics testing is ~~exclusively performed by a resident test tool~~ executed at the server computer;

sending the set of instructions and data directed to ~~the~~ the graphics testing to the ~~remote-thin client computer~~; and

creating a virtual channel with the ~~remote-thin client computer~~ through which testing information related to the graphics testing is transferred;

sending the testing information to the thin client for a plurality of graphics tests, each of the plurality of graphics tests being provided sequentially from the server computer to the thin client across the virtual channel, wherein a next one of said graphics tests is not sent until a previous graphics test has completed being sent across the virtual channel; and

timing each sequential graphics test to determine a time that each graphics test takes to go across the virtual channel, wherein the time determined for each particular graphics test to go across the virtual channel is indicative of how well the particular graphics test performed.

14. (Currently Amended): The method of claim 13 wherein the establishing the session comprises receiving a request from the ~~remote~~ thin client computer using a remote desktop protocol.

15. (Currently Amended): The method of claim 13 wherein the establishing the session comprises sending a request to the ~~remote~~ thin client computer using a remote desktop protocol.

16. (Currently Amended): The method of claim 13 wherein the storing the set of instructions and data comprises loading a dynamic link library file which is used by the resident test tool to send the testing information to the thin client computer.

17. (Currently Amended): The method of claim 16 wherein the resident test tool is executed as a sequential series of the graphics tests that are part of a resident test application program.

18. (Currently Amended): The method of claim 17 further comprising timing each of the graphics tests at the server computer.

19. (Currently Amended): The method of claim 13 wherein the creating comprises forming the virtual channel through a wide area network for transmission of asynchronous transfer mode cells representing the testing information between the server computer and the thin client computer.

20. (Currently Amended): The method of claim 13 wherein the creating comprises forming the virtual channel through the Internet for transmission of asynchronous transfer mode cells representing the testing information between the server computer and the thin client computer.

21. (Currently Amended): The method of claim 13 further comprising timing individual said graphics tests to determine a time that each graphics test takes to go across the virtual channel at both the server computer and the thin client computer timing how long information related to graphics testing is sent to the remote client computer.

22. (Currently Amended): The method of claim 13, wherein the graphics tests comprise at least one of video processing tests, disk inspection tests, or graphics accelerator tests further comprising timing the establishing the session.

23. (Original): A server computer configured to perform the method of claim 13.

24. (Currently Amended): A method for testing graphics capabilities of a thin client computer, the method comprising:  
establishing a testing session between the thin client computer and a server computer via a remote desktop protocol, said server computer having a resident testing tool application including a sequential list of graphics tests;

receiving a dynamic link library (DLL) file at the thin client computer from the server computer, said DLL file being unique to the thin client computer for enabling the graphics tests to be sent from the server to the thin client computer;

establishing a communication channel over a network between the thin client computer and the server computer, said communication channel providing for transmission of asynchronous transfer mode cells representing testing information between the server computer and the thin client computer;

means for performing graphics tests remotely on the thin client computer from a remote the testing tool resident and exclusively executed on a the server computer by sending the test information for each graphics test in the list sequentially from the server computer to the thin client computer across the communication channel, wherein a next test in the sequentially ordered list is not sent until a previous test has completed being sent across the communication channel;~~—means for facilitating receipt of the graphics tests on the thin client computer by the remote test tool; and~~

~~means for timing the graphics tests as received from to determine a time that each sequential graphics test takes to go across the communication channel, wherein the time that each particular graphics test takes to go across the communication channel is indicative of how well the particular graphics test performed the server computer.~~

25. (Currently Amended): The ~~computer method~~ of claim 24 wherein the ~~timing~~ of the graphics tests is performed at both the server computer and the thin client ~~computer instructions and data comprise a dynamic link library.~~

26. (Currently Amended): The ~~method computer~~ of claim 24 wherein the ~~establishing a communication channel over a network means for facilitating transmission of graphics testing information comprises~~ establishing a virtual channel ~~is through a wide area network.~~

27. (Currently Amended): The ~~method computer~~ of claim 24 wherein ~~there are a plurality of the thin client computers, and further comprising testing the graphics capability of each thin client computer by performing the graphics tests means for facilitating transmission of graphics testing information comprises~~ establishing a virtual channel ~~is through the Internet.~~

28. (Currently Amended): A ~~method for testing graphics capabilities of a thin client computer, the method server computer comprising:~~

~~means for accessing a remote the thin client computer from a server computer over a network;~~

~~means for storing instructions and data used by a test tool exclusively performed-executed~~ at the server computer to provide testing to the remote thin client computer;

~~means for identifying particular instructions and data used for the remote thin client computer;~~



~~means for setting up a virtual channel between the server computer; and~~  
~~means for timing the a plurality of sequentially performed graphics tests~~  
performed by the test tool through the virtual channel to determine a time that  
each of the graphics test takes to go across the virtual channel, wherein the time  
that the graphics test takes to go across the virtual channel is indicative of how  
well the graphics test performed.

29. (Currently Amended): The ~~server computer method~~ of claim 28 wherein the instructions and data comprise a dynamic link library file unique to the thin client computer.

30. (Currently Amended): The ~~server computer method~~ of claim 28 wherein the ~~means for setting up the virtual channel is performed over a wide area network~~  
for transmission of asynchronous transfer mode cells representing the testing  
information between the server computer and the thin client computer.

31. (Currently Amended): The ~~server computer method~~ of claim 28 wherein the timing the graphics test is performed at both the server computer and the thin  
client computer~~means for setting up the virtual channel is performed over the~~  
Internet.

32. (Currently Amended): A thin client computer comprising:  
a memory; and  
a processor coupled to the memory; ~~and~~

~~instructions stored in the memory and executable on wherein the processor is configured to access a test tool exclusively performed on a server computer using a remote desktop protocol for establishing a testing session, and perform testing using the test tool through a communication channel wherein the processor is configured to receive a plurality of graphics tests through the communication channel, each of the plurality of graphics tests being provided sequentially from the server computer to the thin client computer; and wherein the processor is configured to time individual said graphics tests to determine a time that each sequential graphics test takes to go across the communication channel, wherein the time is indicative of how well each graphics test performed.~~

33. (Currently Amended): The computer of claim 32 wherein the processor is configured to receiving a dynamic link library (DLL) file from the server computer, said DLL file being unique to the thin client computer for enabling the graphics tests to be sent from the server to the thin client computer; test tool relates to graphics testing.

34. (Currently Amended): The computer of claim 32 wherein the communication channel is a virtual channel for transmission of asynchronous transfer mode cells representing the graphics tests between the server computer and the thin client computer.

35. (Currently Amended): The computer of claim 32 wherein the processor is configured to establish a testing session with the server computer via a remote desktop protocol instructions comprise a dynamic link library.

36. (Currently Amended): The computer of claim 32 wherein the processor is further configured to receive a request from the server computer using a remote desktop protocol the instructions further time tests as received from the test tool and store times for each of the tests.

37. (Currently Amended): A server computer comprising:

a memory; and

a processor coupled to the memory; and

~~a memory to store instructions executable on wherein the processor is~~  
configured to access a remote thin client computer; for transmitting graphics testing information from a resident test tool through a communication channel, wherein the processor is configured to send a plurality of graphics tests through the communication channel, each of the plurality of graphics tests being provided sequentially from the server computer to the thin client computer; and

wherein the processor is configured to time each sequential graphics test to determine a time that each graphics test takes to go across the communication channel for determining a result of each graphics test; and exclusively perform the resident test tool.

38. (Currently Amended): The computer of claim 37 wherein the communication channel is a virtual channel for transmission of asynchronous transfer mode cells representing the testing information between the server computer and the thin client computer.

39. (Currently Amended): The computer of claim 37 wherein the processor is configured to send a dynamic link library (DLL) file to the thin client computer, said DLL file being unique to the thin client computer for enabling the graphics tests to be sent from the server to the thin client computer; instructions comprise a dynamic link library.

40. (Currently Amended): The computer of claim 37 wherein the processor is configured to establish a testing session with the thin client computer via a remote desktop protocol the test tool relates to graphics testing.

41. (Currently Amended): The computer of claim 37 wherein the graphics tests comprise at least one of video processing tests, disk inspection tests, or graphics accelerator tests instructions further time tests as sent from the test tool and store times of each test.

42. (Currently Amended): A computer-readable storage medium having computer-executable instructions, implemented at least in part by a computing device, for performing steps at a thin client computer comprising:

contacting a server computer to send instructions and data used to access a test tool in the server computer;

setting up a virtual channel in which testing is exclusively performed by the test tool at the server computer; and

determining the beginning and ending of a plurality of individual graphics tests represented by the testing information, each of the plurality of individual tests being provided sequentially from the server computer to the thin client computer; and

timing the individual graphics tests based on the determined beginnings and endings to determine a time that each graphics test takes to go across the virtual channel, wherein the time is indicative of how well each graphics test performed.

43. (Currently Amended): The computer-readable medium of claim 42, wherein the graphics tests comprise at least one of video processing tests, disk inspection tests, or graphics accelerator tests ~~further wherein the computer-executable instructions for performing steps further comprise timing the testing.~~

44. (Currently Amended): The computer-readable medium of claim 43 wherein the contacting the server further comprises sending a request to the server computer to establish a testing session using a remote desktop protocol

~~computer-executable instructions for performing steps further comprise storing times of the individual tests.~~

45. (Currently Amended): A computing device comprising:

a processor configured to initiate a session with a remote thin client computing device;

a memory module configured to store a dynamic link library in a register, wherein the dynamic link library is directed to send information and perform testing regarding a resident graphics test to ~~a the remote thin client computing device~~computer; and

an interface to send the dynamic link library to the remote client computing device through a network; and

a timer configured to time a plurality of graphics tests sent to the remote thin client computing device, each of the plurality of graphics tests being provided sequentially from the server computer to the remote thin client computing device to determine a time that each graphics test takes to be transmitted to the remote thin client computing device, wherein the time determined for each particular graphics test is indicative of how well the particular graphics test performed.

46. (Currently Amended): The computing device of claim 45 wherein the network comprises a virtual channel between the computing device and the remote client computing device for transmission of asynchronous transfer mode

cells representing the testing information between the server computer and the remote thin client computing device.

47. (Currently Amended): A system comprising:

one or more remote thin client computers; and

a server computer configured to identify software modules performed on the server computer used to provide graphical tests through a communication channel directed to particular remote client computers, wherein the software modules are used to provide the graphical tests,

wherein the server is configured to send graphics testing information through the communication channel for a plurality of graphics tests, each of the plurality of graphics tests being provided sequentially from the server computer to the one or more thin client computers across the communication channel, wherein a next one of said graphics tests is not sent until a previous graphics test has completed being sent across the communication channel, and

wherein at least one of the server and the one or more thin client computers are configured to time each graphics test to determine a time that each graphics test takes to go across the communication channel for determining a result of each graphics test.

48. (Currently Amended): The system of claim 47 wherein the communication channel is a virtual channel for transmission of asynchronous transfer mode cells representing the testing information between the server computer and the one or more thin client computers.